

Maniac Mansion™



HINT BOOK

LUCASFILM™
GAMES

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MANIAC MANSION™

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Maniac Mansion has both stories *and* stories - the kind that have a beginning, middle and end; and the kind that are filled with rooms. In fact, Maniac Mansion has six full stories of rooms. A floorplan can be found in the.....

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Maniac Mansion™ Hint Book

How to use your Maniac Mansion Hint Book secret decoder strip.

The red gelatin strip is provided for your protection.

Without it, you couldn't help discovering how to solve all the mysteries. Which would take most of the fun out of the game.

With the gelatin strip, you only see the clues that you really need. So you can get yourself out of one jam, and still thoroughly enjoy the next one.

Just skim through the hint book until you find the question that has you stumped, then place the gelatin strip over the first line of clues underneath. If you're still stumped, reveal another line. And so on.

Don't you wish you had a Maniac Mansion decoder strip for all life's problems?

I see my three characters standing in the driveway. Now what?

- You can just hang around there, or you can do something useful.
- Try walking one of the kids off the screen.

How do I get through the front door?

- If you ring the bell, maybe someone will let you in.
- These folks seem pretty hostile. Better try to sneak in.
- Use the key underneath the doormat.

How do I put something in the mailbox?

- Open the mailbox, then select "use an item in mailbox".

How do I open the grate in the front yard?

- It's very heavy.
- An ordinary person would have to work out on a Hunk-o-Matic machine to get strong enough to lift it.
- There's a Hunk-o-Matic machine in Dead Cousin Ted's bedroom.
- A clever person might use tools instead of brute force to solve the problem.
- The tools are in the garage.
- Look for the tools in the trunk of the Weird Edsel.
- The key to the Weird Edsel is in the Green Tentacle's bedroom.

Should I answer the door when the doorbell rings?

- A package is delivered to the front porch after the doorbell rings.

What's in the package that gets delivered?

- If you've talked to Weird Ed you'll know that he's looking for it.
- Give it to him and he'll be your friend.

What are the tombstones for?

- When you see the tombstones, you should feel very guilty. This is perfectly normal.
- They mark the graves of the kids that you've killed during the game.

What's the valve under the house for?

- Draining the swimming pool.

What's the puddle on the floor under the house?

- Didn't you see Dr. Fred's dog sniffing around down there?
- Just kidding.
- Something has leaked through the grate.
- It's film developer. Use a sponge to pick it up.
- Strangely enough, there's a sponge in Ted's bathroom.

What can I do with the grandfather clock?

- Listen to the realistic ticking and send your compliments to the game designer.

I'm in the main entryway. How do I open the door with no handle?

- There must be a trick lever somewhere.
- The gargoyle on the right looks pretty tricky.
- You'll need to use one kid to push the gargoyle and another to walk through the open door.

How do I turn on the lights in the basement?

- Have you tried to find the light switch?
- Feel around using the "what is" command.
- The light switch is on the right side of the screen at about the character's shoulder level.

What's the nuclear reactor for?

- Clean, safe, efficient power generation.
- However, this nuclear power is put to evil use.
- It powers Dr. Fred's brain-sucking Zom-B-Matic.

What is the fuse box for?

- It can be used to shut off the power in the house.

How do I open the furnace?

- You can't—it's much, much too hot.

Can I pick up the radioactive slime in the basement?

- That's a disgusting idea.
- It's probably not essential.

Where does the locked door in the basement go?

- Into the dungeon.

How do I unlock it?

- There are two ways to open the door.
- You will have a shattering experience before you get the key.
- The key is in the living room.
- The key is hidden in the chandelier. You'll have to find a way to get it down.
- High-pitched noises shatter glass.
- There is a record of a high-pitched noise in the Green Tentacle's bedroom.
- Make a cassette tape of the record and play it back in the living room.
- The tape recorder is in the room where the piano is.
- There is a blank cassette tape hidden behind one of the wooden panels at the right end of the library.
- Of course there's another way to do it.
- There is a loose brick under the left-most window in the dungeon.
- Push that brick to open the dungeon door for a few seconds.
- Be quick, and you will need more than one kid.

What's the old radio for?

- Open it and look inside. Mansion•ManiacMansion•ManiacMansion
- Never know when you'll need a good tube. nsion•ManiacMansion
- If Bernard's around, he can take the tube out. ion•ManiacMansion

I found a flashlight in the kitchen. Why can't I turn it on?

- Because it needs batteries. sion•ManiacMansion•ManiacMansion
- There are some old batteries in the refrigerator, but they will only last for about 15 or 20 seconds. •ManiacMansion•ManiacMansion
- There are some fresh batteries in the portable radio. niacMansion
- The portable radio is floating in the swimming pool. aniacMansion

Can I use the microwave oven?

- You might need to steam open an envelope. ion•ManiacMansion
- You know better than to put a hamster in there, don't you? ansion

Where is the gas for the chainsaw?

- Sorry, this is a nonviolent game. •ManiacMansion•ManiacMansion
- Why would a nice kid like you want to use a chainsaw, anyway? on
- Watch for gas in future Lucasfilm games. Mansion•ManiacMansion

Is there any way to pick up the knives?

- No, Edna had them mounted there as conceptual art. iacMansion

I've found a telephone but it seems to be broken.

- Either Bernard or Jeff can fix it.
- Of course he'll need the proper tools.
- The tools are in the garage.
- You'll need the key from the Green Tentacle's bedroom.

What do I do with the telephone once it is working?

- Find a phone number and call it.

How do I fix the staircase in the library?

- Sorry, that's the edge of the universe.
- In other words, there's no there there.

What is Chuck the Plant for?

- Nothing. Steve made us put it in.

What do I do with all the old horrible food in the dining room?

- You could grow penicillin.
- The Green Tentacle will eat ANYthing.
- Actually, the Green Tentacle should eat EVERYthing.

Where is the key to the screen door in the pantry?

- In the basement.

How do I pick up the bottle of developer without breaking it?

- You can't. Klutz.
- The developer leaks through the grate.
- It can be recovered from underneath the house.
- Use the sponge from Ted's bathroom to pick up the developer.

What should I do with the food in the pantry?

- REAL gamers pick up everything.
- The Green Tentacle will eat it.

How do I get into the swimming pool?

- You need to drain it first.

How do I drain the pool?

- Use the valve underneath the house.
- Draining the pool will expose the nuclear reactor's cooling rods, which will lead to a melt-down.
- You need to refill the pool quickly to avoid a melt-down.
- By the way, Dr. Fred's reactor isn't anatomically correct.

How do I get the portable radio?

- It's in the floating chair.
- Drain the pool.

What is the button at the bottom of the pool for?

- If you're the type who has to push every button, this one's for you.
- It causes the house to melt down and the game to end. **acMansion**

How do I open the garage door?

- Brute force, of course. **cMansion•ManiacMansion•ManiacMansion**
- Too wimpy? Pump up on the Hunk-o-Matic. **nsion•ManiacMansion**
- The Hunk-o-Matic is in Ted's bedroom. **acMansion•ManiacMansion**

How can I get into the car?

- Why bother? **on•ManiacMansion•ManiacMansion•ManiacMansion**
- You don't have to get into it in order to start it. **sion•ManiacMansion**

How do I open the trunk of the Weird Edsel?

- You need the key. **aniacMansion•ManiacMansion•ManiacMansion**
- You can find it in the Green Tentacle's bedroom. **•ManiacMansion**

Should I start the Weird Edsel?

- The Weird Edsel is no ordinary car. **aniacMansion•ManiacMansion**
- It can blast right through the atmosphere. **Mansion•ManiacMansion**
- If you don't know who the Meteor is, you're not ready for this hint.
- Getting rid of a demented Meteor could be a problem. **iacMansion**
- You need to throw the Meteor into the trunk and launch it back into space. **Mansion•ManiacMansion•ManiacMansion•ManiacMansion**

Where are these tools I've been hearing so much about?

- In the trunk.
- Of the Weird Edsel.
- In the garage.

How do I lift the cement slab?

- It's much, much too heavy to lift.
- It can, however, be pushed open from the other side.
- You'll find the other side when you need it.

What neat stuff can I do in the hallway above the first floor?

- Hallways are pretty boring, aren't they?

I'm in the room with the piano. Is there any way to pick up the vase?

- It's obviously a valuable antique.
- Nurse Edna says, "Don't you know better than to pick up a valuable antique, you luna-head?"

Is there any use for the scratched record?

- No.
- That's what makes compact discs so attractive.

How do I use the cassette recorder?

- Put a blank tape into the recorder and turn it on.
- You can find a blank tape in the library.
- The blank tape is behind a secret panel in the library.

Can I play the piano?

- I don't know, can you?
- Sid and Razor can play the piano!
- You might want to record what they play by using the cassette recorder.

Can I open the wooden crate?

- No. It probably contains something disgusting.

What can I do in the room with the statue of Nurse Edna?

- Edna's statue is incapable of a meaningful relationship.

I've found a room full of videogames. How do I get them to work?

- Aren't you tired of that kind of stuff?
- You'll have to restore the power.
- You'll need to fix some broken wires in the old attic.

What do I need in order to play the videogames?

- At least ten undamaged brain cells.
- You'll also need a quarter.
- You can find a quarter in the attic above Nurse Edna's Bedroom.
- The quarter is in an envelope.
- The envelope is in the safe.
- The combination to the safe is written near the safe.
- But you'll have to go to the observatory if you want to read it.

What should I do if I want to play more than one videogame?

- Open up the coin box and retrieve your quarter.
- You can find the key to the coin box in Nurse Edna's bedroom.

How do I turn on the lights in Dr. Fred's office?

- Use the "what is" command to feel around in the dark.
- There's a lamp on the desk.
- The desk is at the far left of the office.

What do I do with the memoirs?

- The Meteor would love to see his name in print.
- If the memoirs were rewritten, someone might want to publish them.
- Wendy can rewrite the memoirs.
- She needs to use the typewriter in the den.
- Mail the revised memoirs to the publisher.

Do I need anything from Dr. Fred's medical cabinets?

- Just say "No".
- They won't open anyway.

I want to mail something. How do I know where to mail it?

- An address is given on a TV commercial.
- Turn on the TV in the music room.
- Only the kid who watched the TV commercial can type the address.

How do I mail something?

- First you need to put it in an envelope.
- There is an envelope inside the safe.
- The safe is in the attic above Nurse Edna's bedroom.

Where do I get a stamp?

- Listen for the doorbell.
- You can get a stamp from a package that is delivered to the front door.
- The stamp won't stick to the envelope until you have steamed it open.

How do I get something out of the mailbox?

- Open the mailbox, select "pick up", and then point to whatever is inside the mailbox.

How do I get the mailman to pick something up?

- Put a stamped, addressed envelope containing whatever you want to send in the mailbox and raise the flag.
- The mailman won't come if anyone is standing in the front of the house.

What happens after I mail something?

- After about 15 minutes the recipient will probably send something back to you.
- Give what you get back to the person who wants it most.

How do I get past the Green Tentacle?

- Feed him something fishy.
- Wax fruit is pretty fishy.
- The wax fruit is in the room where the easel is.
- He'll want to wash it down with the fruit drinks found in the pantry.

How do I open the filing cabinets in the darkroom?

- You can't.

How do I develop the film?

- Get the developer from the pantry and put it into the developer tray.
- Have Michael develop the pictures using the enlarger.

What can I use the typewriter for?

- Wendy can use the typewriter to rewrite the memoirs.
- It can also be used to address an envelope.

Why is there a paint blotch on the wall in the den?

- Edna has been trying out new decorating ideas.
- You should be able to see right through this trick.
- Use the paint thinner found in the room with the easel to remove the blotch.

How do I get to the hatch on the ceiling in the den?

- Climb the plant.
- You need to make the plant grow.
- Use the radioactive water from the swimming pool to boost the plant's growth potential.

The plant keeps biting me. What should I do?

- Take off your scratch-'n'-sniff jeans. **ManiacMansion•ManiacMansion**
- Keep its mouth busy doing something else, of course. **ManiacMansion**
- Make it burp. **ManiacMansion•ManiacMansion•ManiacMansion**
- Give it some Pepsi. **ManiacMansion•ManiacMansion•ManiacMansion**
- You think we're kidding, don't you? **ManiacMansion•ManiacMansion**

How do I use the shortwave radio?

- Have you tried saying "use radio", tuna-head? **ManiacMansion**
- If it doesn't work, it probably needs a new tube. **ManiacMansion**
- There's a tube in the old radio in the living room. **ManiacMansion**
- The only kid who knows anything about tubes is Bernard. **ManiacMansion**

Why would I want to use the shortwave radio?

- You might want to call for help. **ManiacMansion•ManiacMansion**
- Who you gonna call? **ManiacMansion•ManiacMansion•ManiacMansion**
- Read the Wanted Poster. **ManiacMansion•ManiacMansion•ManiacMansion**

How can I get into Edna's bedroom?

- There are two ways to keep the old bat busy. **ManiacMansion**
- She gives her full concentration to phone calls. **ManiacMansion**
- There's a phone in the library, you know. **ManiacMansion**
- Edna's the type who would probably write her phone number on somebody's bathroom wall. **ManiacMansion•ManiacMansion•ManiacMansion**

How can I get Into Edna's bedroom (cont'd)

- Or, if you're an insensitive brute, you could let Edna capture one of the kids.
- While she is taking her prey to the dungeon, another kid can sneak in.

Why should I use the Hunk-o-Matic?

- A person might want to pump up if he or she were too wimpy to lift a grate or open a garage door.

How do I get Dead Cousin Ted to move?

- Dead people don't normally move. What are you, weird?
- The last thing a mummy wants is to get wet.
- Turn on the water in the shower.
- You'll need the water valve from the garage.

How can I get into Weird Ed's room?

- There are three ways to do it. Are you sure you need a hint?
- Weird Ed's been waiting for a package.
- You can become his friend by giving it to him.
- Or, if you ring the doorbell, he'll go downstairs to look for it. Of course that would be a mean trick.
- One kid can sneak in while he's hauling another one off to the dungeon.

What is the Commando Chart for?

- Weird Ed believes in military solutions.

What's the hamster for?

- It probably makes Ed a better person. Research shows that people who have pets are less violent and lonely.
- It looks guilty. Is it hiding something?

Where are the plans Weird Ed is talking about?

- The plans are on film.
- The film is stashed to the right of the front porch steps.
- The film won't appear until Ed asks you to go find it.

Where is the cattle prod?

- Why, what do you want to do with it?
- See chainsaw.

Can I play music through the mondo speakers in the Green Tentacle's bedroom?

- Whoever figures out how to do *that* is going to make a lot of money.

How do I get the boards off the window in the attic?

- You could try ripping them off with your fingernails.
- Mar but there's no good reason to do it.

How do I fix the broken wires?

- You'll need the tools from the garage.
- You can't see well enough to fix them without a flashlight.
- You'll fry yourself if you're not careful.

- Turn off the power in the whole house via the circuit breakers in the fuse box in the basement.

Why would I want to fix the broken wires?

- They power the videogame machines.

How can I use the telescope in the observatory?

- You'll need two dimes.
- There should be dimes in Weird Ed's piggy bank.
- You could also look on the floor in Dr. Fred's bedroom.

How do I open the safe?

- The combination to the safe is written below it.
- The numbers are too small to read.
- To read the fine print, use the telescope in the observatory.

How do I use the envelope?

- You mean the envelope you found in the safe?
- Of course you'll have to steam it open.
- Use the microwave in the kitchen.
- Put a glass of water in the microwave with the envelope.

How do I see what I'm supposed to see through the telescope?

- It will take two dimes.
- Put the dimes in the telescope and rotate it to the right twice.

Where are the keys to the padlocks?

- At the bottom of the swimming pool. ~~ManiacMansion~~•~~ManiacMansion~~

Where is the combination to the inner door?

- It's in a mess. ~~ManiacMansion~~•~~ManiacMansion~~•~~ManiacMansion~~
- Dr. Fred keeps it on the "Meteor Mess" videogame in the Arcade Room. ~~Mansion~~•~~ManiacMansion~~•~~ManiacMansion~~•~~ManiacMansion~~
- After you see Dr. Fred play the game, play the game yourself and remember the high score. ~~ansion~~•~~ManiacMansion~~•~~ManiacMansion~~

How can I get past the Purple Tentacle?

- There are several ways to do it. ~~ManiacMansion~~•~~ManiacMansion~~
- The Purple Tentacle will let you pass if you show him a publishing contract for the Meteor's memoirs. ~~ManiacMansion~~•~~ManiacMansion~~
- The Green Tentacle will get you past him if you give him a recording contract. ~~ansion~~•~~ManiacMansion~~•~~ManiacMansion~~•~~ManiacMansion~~
- Weird Ed will help you out if you give him the prints developed from the film he ordered. ~~ManiacMansion~~•~~ManiacMansion~~•~~ManiacMansion~~
- The Purple Tentacle will respect the law if you show him a badge from the Meteor Police. ~~Mansion~~•~~ManiacMansion~~•~~ManiacMansion~~
- The Meteor Police are clumsy. They might drop a badge when they teleport into the dungeon. ~~ManiacMansion~~•~~ManiacMansion~~

How do I get the Green Tentacle to be my friend?

- The Green Tentacle would love to be a rock and roll star. ~~Mansion~~
- A demo tape would get him excited. ~~ManiacMansion~~•~~ManiacMansion~~
- Sid and Razor can play the piano. ~~ManiacMansion~~•~~ManiacMansion~~
- Get one of them to make a demo tape by using the cassette recorder while he or she plays the piano. ~~ansion~~•~~ManiacMansion~~
- Give your demo tape to the Green Tentacle and he'll give you his.

- You can send the demo tape to the publisher.

Is there a way to get Weird Ed on my side?

- Weird Ed is really concerned about his father.
- He is convinced that he must use a Commando force to free Dr. Fred from the Meteor's influence.
- He has ordered a package containing a film of secret Commando plans.
- Get the package that's delivered to the front door before Ed does.
- When you give him the package, he'll ask you to help him rescue his father.
- You must find the film and develop it.
- The film appears in the bushes by the front porch after Ed asks you to find it.

Who are the Meteor Police?

- They live only to capture the Meteor and take him away.

How do I call the Meteor Police?

- The number for the Meteor Police is on the Wanted Poster.
- Use the shortwave radio in Dr. Fred's bedroom.
- Bernard needs to repair the shortwave radio by installing the tube from the radio in the living room.
- Your job is still not done! You still need to shut off the Zom-B-Matic machine in Dr. Fred's lab.
- The switch is in the room next to the lab, where the Meteor is.

How do I stop Dr. Fred's intruder emergency procedure?

- You can't, but Dr. Fred can.
- If you can get rid of the Meteor, Dr. Fred will come to his senses.

How do I open the radiation shield door?

- Move the mammal.
- Relocate the rodent.
- You need the purple card key hidden behind the hamster in Weird Ed's bedroom.

How do I set Sandy free?

- Shut off the Zom-B-Matic.

The Meteor keeps killing kids when they walk in. What shall I do?

- You need to give them better protection.
- There's a radiation suit in the laboratory.

How do I get rid of the Meteor?

- Send it back where it came from.
- You'll need a space-faring vehicle.
- Pick up the Meteor and walk out the door to your right.
- Put it in the trunk of the Weird Edsel and start the car.

Where are all the keys?

- The key to the door in the pantry is in the basement.
- The key to the Weird Edsel is in the Green Tentacle's bedroom.
- The key to the front door is under the doormat.
- The key to the videogame machines is in Nurse Edna's bedroom.
- The key to the secret lab's outer door is in the bottom of the swimming pool.
- The key to the radiation door is behind the hamster.
- There are no keys to the medical cabinet or file drawers.

What if I don't have the person I need to solve a particular puzzle?

- No problem.
- The game is winnable with any combination of kids. Find another solution to the puzzle.

What is Nurse Edna's phone number?

- It changes every game.
- You'll find it on Ted's bathroom wall in the shower.
- It could be one of the following: 5235, 1547, 2275, 3444, 7537.

What is the combination to the safe?

- It changes every game.
- You can see it from the observatory.
- It could be one of the following: 3621, 0120, 1230, 1029, 4186.

What is the frequency for radioing the Meteor Police?

- It changes every game. Mansion•ManiacMansion•ManiacMansion
- You'll find it on the Wanted Poster. ManiacMansion•ManiacMansion
- It could be one of the following: 13412, 11138, 91111, 1977, 0525.

What is the combination to Dr. Fred's lab?

- It changes every game. Mansion•ManiacMansion•ManiacMansion
- Dr. Fred keeps it on the "Meteor Mess" videogame. ManiacMansion
- It could be one of the following: 7572, 5858, 3301, 8640. Mansion

What can the different kids do?

- Bernard can fix the telephone and fix the radio. n•ManiacMansion
- Razor can play the piano. Mansion•ManiacMansion•ManiacMansion
- Wendy is a writer and can fix the memoirs. Mansion•ManiacMansion
- Jeff can fix the telephone. Mansion•ManiacMansion•ManiacMansion
- Michael can develop Weird Ed's plans. cMansion•ManiacMansion
- Sid can play the piano. cMansion•ManiacMansion•ManiacMansion

What should I know about Weird Ed?

- Weird Ed is basically an OK guy. n•ManiacMansion•ManiacMansion
- Ed wants to help his father. n•ManiacMansion•ManiacMansion
- You can befriend him by finding the Commando plans he ordered and giving them to him. Mansion•ManiacMansion•ManiacMansion

What should I know about Dr. Fred?

- Dr. Fred is not himself.
- In fact, he's under the control of the Zom-B-Matic machine.
- Shutting it off will bring him back to normal, whatever that is.

What should I know about the Purple Tentacle?

- He is the slave of Dr. Fred and not to be messed with.

What should I know about the Green Tentacle?

- He is basically an OK guy.
- He's depressed because his music career is going nowhere.
- He would love to start a rock and roll band and would appreciate your help.
- He would give you his demo tape if he thought you were interested.

What should I know about the Meteor?

- He wants to leave this planet, but he is currently marooned.
- He will stop at nothing to achieve his escape.
- He is vain and would like to become a published author.

What should I know about Nurse Edna?

- She is the ugliest woman in the world.
- She loves to talk on the phone.
- She has a lively interest in members of the opposite sex.

What should I know about Dead Cousin Ted?

- He's still dead.
- He has a great bathroom.

What should I know about the Meteor Police?

- They'll take the Meteor away if they find him.
- They hate crank calls.
- If the lab door isn't open when they come, they'll leave in a snit.

LIST OF OBJECTS

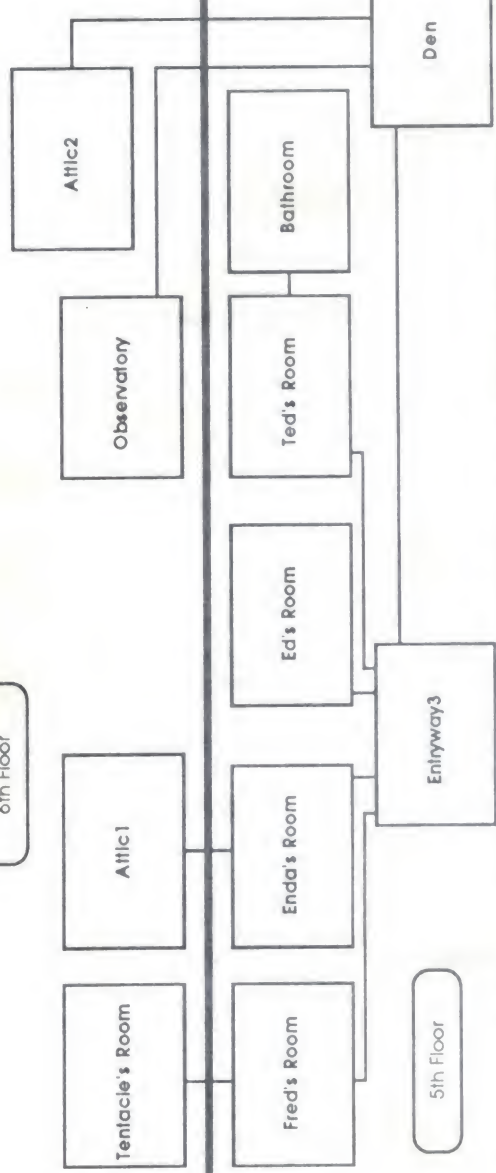
<u>Object</u>	<u>Where Found</u>	<u>Where or How Used</u>
Meteor Mess game	arcade room	stores combination to lab door lock
painting	attic	hides safe
safe combination	attic	on the wall under the safe
wall safe	attic	contains quarter and envelope
fuse box	basement	contains circuit breakers
nuclear reactor	basement	powers Zom-B-Matic machine
cooling rods	bottom of pool	exposing them causes meltdown
radioactive water	bottom of pool	causes man-eating plant to grow
red button	bottom of pool	causes meltdown if pushed
developer tray	darkroom	allows Michael to develop film
enlarger	darkroom	allows Michael to make prints
man-eating plant	den	can be climbed to reach hatch
typewriter	den	revise memoirs and address envelope
old rotting turkey	dining room	feed to Green Tentacle
week-old roast	dining room	feed to Green Tentacle
dimes	Ed's piggy bank	use to operate telescope
hamster	Ed's room	move to reveal card key

<u>Object</u>	<u>Where Found</u>	<u>Where or How Used</u>
piggy bank	Ed's room	contains dimes
telephone	Edna's room	call to distract her
manuscript	Fred's office	Meteor's memoirs, need revision
dime	Fred's room	use to operate telescope
shortwave radio	Fred's room	use to call Meteor Police
wanted poster	Fred's room	has number for Meteor Police
door mat	front porch	hides key to front door
grate	front yard	leads under house
mailbox	front yard	receive and send things
tombstone	front yard	in memory of dead kid
undeveloped film	front yard	develop to please Ed
circuit breakers	fuse box	cut off power to entire house
cement slab	garage	one-way entrance from Meteor room
water faucet handle	garage	use to turn on Ted's shower
Weird Edsel	garage	blasts into outer space
chainsaw	kitchen	tempts you to behave badly
flashlight	kitchen	see in the dark
microwave oven	kitchen	steam open envelope
radiation suit	laboratory	wear into Meteor room
Zom-B-Matic	laboratory	controls Sandy and Dr. Fred

<u>Object</u>	<u>Where Found</u>	<u>Where or How Used</u>
blank cassette tape	library	use to record things
broken telephone	library	if fixed can use to call Edna
Chuck the plant	library	lovely to look at
cassette player	living room	record and play live music or records
glass chandelier	living room	contains hidden key to dungeon
radio	living room	remove tube to fix shortwave
envelope	mailbox	contains contract
piano	music room	Syd or Razor play to make demo tape
TV	music room	watch for important announcements
Victrola	music room	play scratchy record
telescope	observatory	see safe combination
broken wires	old attic	supply power to videogame machines
paint remover	painting room	remove paint blotch
wax fruit	painting room	feed to Green Tentacle
bottle of developer	pantry	leaks through grate
canned goods	pantry	feed to Green Tentacle
fruit drinks	pantry	feed to Green Tentacle
glass jar	pantry	use in microwave to open envelope, hold water

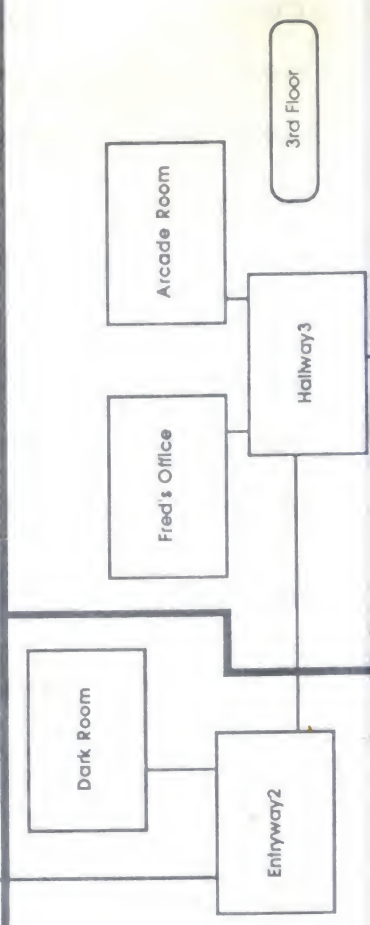
<u>Object</u>	<u>Where Found</u>	<u>Where or How Used</u>
grate	pantry	developer leaks through it
tentacle chow	pantry	feed to Green Tentacle
portable radio	pool chair in pool	contains fresh batteries
fresh batteries	portable radio	use in flashlight
radio tube	radio in living room	use to repair shortwave radio
old batteries	refrigerator	use in flashlight briefly
various food	refrigerator	feed to Green Tentacle
sponge	Ted's bathroom	soak up puddle of developer under house
Hunk-o-Matic	Ted's room	pump up to open grate and garage door
tools	trunk of Edsel	repair telephone, open grate, fix wires
puddle of developer	under house	use to develop film in darkroom
water valve	under house	use to drain pool
quarter	wall safe	use to play videogames
sealed envelope	wall safe	contains quarter; used to mail things
trunk	Weird Edsel	contains tools; can contain Meteor

6th Floor



5th Floor

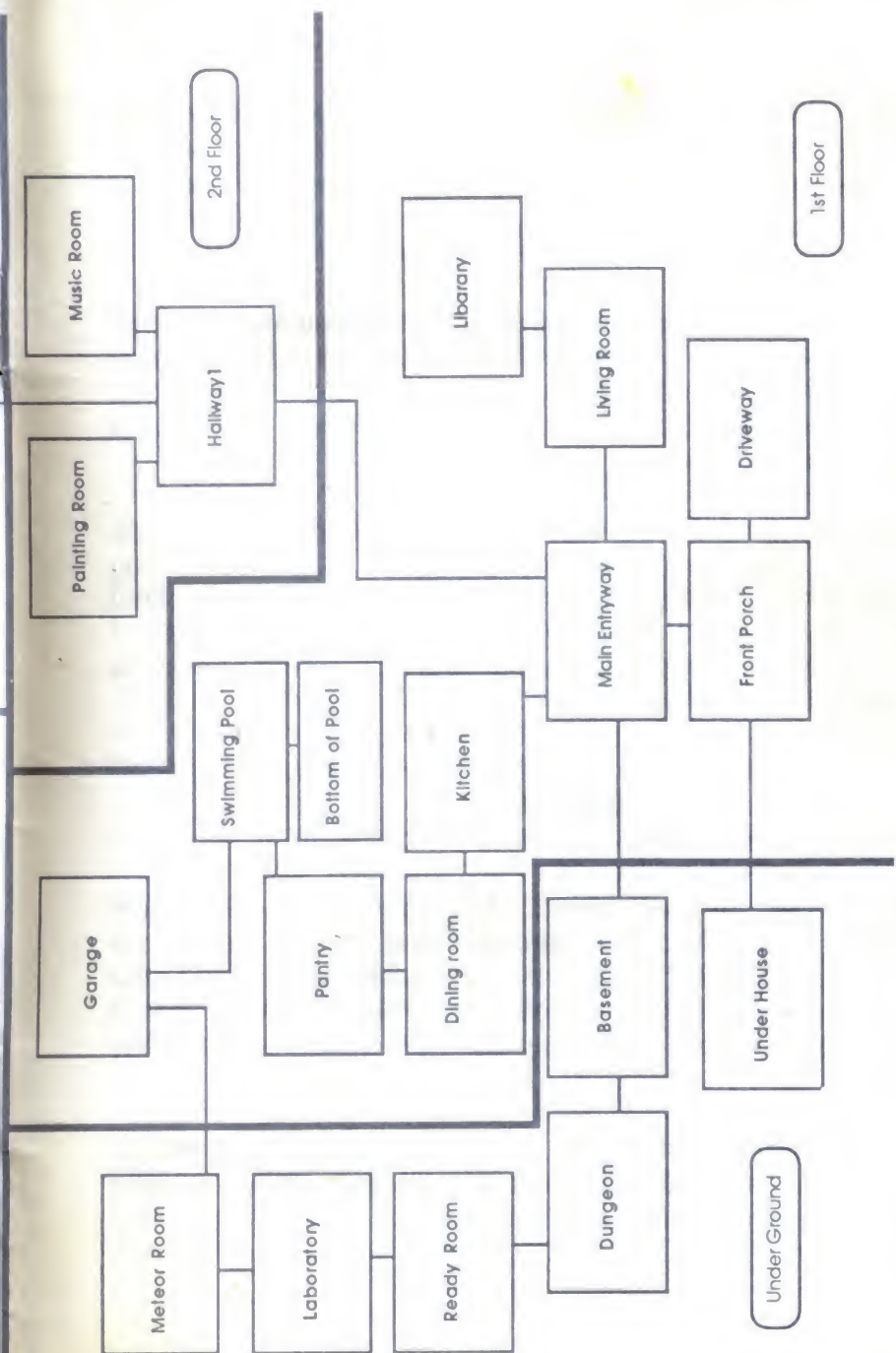
4th Floor



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Maniac Mansion Map

3rd Floor



A TOUR OF MANIAC MANSION

Maniac Mansion is my sort of place. Plenty of mysteries, secrets, chills and chuckles. Funny people, weird people, and people that aren't people. All this -- and a chance to save the world from a fate worse than daytime TV. Big fun.

I'm going to lead you on a guided tour of the Mansion and its inhabitants. If you take the full tour, you'll discover one of the five solutions to the game. If you tag along for part of the tour, you'll still learn a lot. But before we leave, a couple of suggestions.

Save the game frequently, so you can retrace your steps easily. Use the pause key (space bar) whenever you need time to think. And be sure to get well acquainted with Wendy, Jeff, Razor, Syd, Michael, and Bernard -- each has a unique personality and something special to contribute.

SCENE ONE

(Driveway & Front Porch)

By the way, I'm Dave Miller. Pleased to meet you. You're invited to join Michael, Bernard and me as we rescue Sandy from that creepy Dr. Fred. And just in case you think we're heroes or something, forget it. We're scared out of our shorts. Especially Bernard (which isn't a pretty sight).

I'm going first. Hmm...rusty old iron fence. Full moon. Night noises -- do you think somebody's trying to warn me? Gotta stop thinking like that and go right up to the front door.

Door's locked. Better not ring the bell. Ah...a thick door mat. Do you think it could be the old hidden key ploy? Sure could! Let's pick up the key and explore those bushes to the left of the steps. What's this -- an old iron grate. And it's rusted solid into the wall.

Look, a mailbox. Empty. Well, at least I know where to drop off a postcard to mom. Not much else of interest out here. No excuse for lingering. So, let's take the key, open the door, and head inside.

SCENE TWO

(Foyer, Kitchen, Dungeon)

Pretty quiet, except for the ticking of that grandfather clock. Too darn quiet! Better call the reinforcements.

Michael shows up first. A real hero...he walks in and cowers behind me. Let's send him through that door to the left of the stairs. Ah, the kitchen.

Hmm...nasty noises. Somebody's cooking up big trouble in the kitchen. Bet'cha something awful just happened to poor Mike.

Here's Bernard. Let's send in another volunteer -- that's you, Bernard. I'll just wait out here...

Oh, no! While I'm waiting, here comes this character (Weird Ed, as I later find out) who looks like he dried his hair in a microwave oven. He hauls me off to the dungeon. Well, now I know where Michael is.

Hey Mike, let's try to blow this pop stand!

SCENE THREE

(Dining Room, Pantry, Foyer, Living Room)

Blissfully unaware of my little predicament, Bernard tools on through the kitchen and into a dining room we could have used for football practice. Pretty funky food, but Bernard grabs it anyway. Then he finds more -- fruit drinks, this time -- in the pantry.

Back he comes to the foyer, which is now deserted, of course. So Bernard heads off to find his pals. Forget the stairs, too much exertion. Try the door next to them. No handle. Hmm...

Well, the next door opens right up, and there's an old radio. With a new cassette player underneath. No tape, though. But a mondo vacuum tube in the radio. Just might come in handy.

Pressing on, Bernard opens the door at the other end of the room and finds himself in the dark...

SCENE FOUR

(Library, Living Room, Foyer)

Must be a light here somewhere, mumbles Bernard. Aha! A lamp. That's better.

Funny though, everything seems to be broken in here. The stairs, the phone. Tools sure would come in handy! But look -- a secret panel and ...a blank cassette tape.

Scurrying back to the cassette deck, Bernard notices something funny about the chandelier. Is that a key up there? Too busy to worry about it now. Gotta hear that tape.

Shucks! It's blank! Oh well, let's save it for later and head back to the foyer.

SCENE FIVE

(Dungeon)

This dungeon chews old tennis shoes! Gotta get out...

Look -- Michael found a loose brick. When you push it, the door opens. Of course, when you let go, the door slams shut.

Hey Mike, just hold that brick a second, and I'll slip on out.

SCENE SIX

(Basement, Foyer)

Boy is it dark in here! Ow! Stubbed my toe.

Phew! There's the light switch, near the stairs. All sorts of neat gear in here. Particularly the silver key hanging next to the fuse box. Everybody's gotta have one.

Back upstairs. Bernard's so glad to see me that he trades all his drinks and the blank tape for the silver key. Better head upstairs before he changes his mind.

SCENE SEVEN

(Painting Room, Music Room)

Hmm...these people have special rooms for everything. The music room has a lot of stuff that'll probably come in handy. They'll never miss it anyway, will they?

But the painting room is even better. Think I'll just hang on to that paint remover and wax fruit. It's bound to come in handy sooner or later.

Back in the corridor, I take a deep breath, brace myself, and pop open the door between those hideous portraits. If I had ancestors like that, I'd think twice about Darwin's theories...

SCENE EIGHT

(Fred's Office, Arcade Room, Entry Two)

Another one of those long halls. And another stairway. Anybody around here ever heard of ranch style houses?

Let's try the first door. Ooh! Found one really terrific thing.

Into the next room. Looks like fun, but nothing seems to work. Got any spare change? Maybe somebody else does.

Onwards and upwards. Ugh -- what's that? Hyperactive leg of squid, from the looks of it. Hungry, too. Won't let me pass.

SCENE NINE

(Entry Two, Dark Room, Entry Three, Fred's Room)

Yuck! The Tentacle eats wax fruit. Washes it down with fruit juice. Must do something for him, 'cause he lets me through the door next to him.

Darkroom. The red light helps me check it out. Hmm...gotta remember this place for later. Time to climb some more stairs.

Somebody's bedroom. The radio doesn't seem to work -- guess it's missing a tube. Maybe I'll fix it later. In the

meantime, there's a dime on the floor. And a cleverly hidden ladder leading to...a mondo stereo set. Wish I'd brought my "Mangled Niece" tape. Oh, well.

On the way out, I notice that the Tentacle has an upset tummy. Slurp a little Pepto Bismol suckers. I'll just help myself to that yellow key. And to that record on the shelf. And I think I'll make my exit before he perks back up.

SCENE TEN

(Edna's Room, Music Room, Ed's Room)

Sandy's behind one of these doors, and big trouble's behind some others. The second door in the hallway is in the second category. I see a key, a phone, and, ugh...you guessed it! Ball and chain time. Well, we both know what to do.

Back to the foyer for a quick powwow with Bernard. Then off to the music room to copy the Tentacle's record onto cassette tape. You may ask why. Don't.

SCENE ELEVEN

(Ed's Room, Ted's Room)

Uh...hello. I see you have a piggy bank. Bet I could play a lot of video games by cracking it open. But I guess I'll have to wait, because it's off to the slammer again! I'll be a three time loser before long.

There's Bernard. Let's give him the cassette tape and the yellow key. Lean and mean, that's my motto. Especially with all those stairs to climb again.

Back on the fourth floor. Sweaty. Forget the first three doors. But the fourth...

SCENE TWELVE

(Ted's Room, Bathroom, Den)

Say...this is my kind of pad. Body-building gear and all -- gotta look my best for Sandy. Say, you really build up a sweat this way. Better wash up a bit in that bathroom.

Hey! The toilet just flushed, but I don't see anybody. Looking behind the shower curtain, I see why. Can't make too many friends in that outfit. No wonder he smells kinda ripe -- shower's broken.

Still no Sandy. But one more room on this floor. Here goes nothing...

SCENE THIRTEEN

(Den, Attic)

Peculiar house pets in this joint. The carnivorous plant is especially creepy. No, you can't whisper in my ear!

Did I tell you that I'm a neat freak? Well, I am. So I'll just use my paint remover on that blotchy wall and...hey! A door.

And something else. Right above the plant is a passageway. Suppose I fed it something really nutritious (other than my left leg), and it grew so I could climb up... I'll check with Bernard, but later.

For now, through the painted door and, guess what? Right, more stairs. Dark ones. OK, here's the light switch. Hmm...an attic. Broken electrical wires. Another subject for Bernard. Better find him before one of the house pets does.

SCENE FOURTEEN

(Pantry, Pool, Garage)

Bernard and I talk awhile, and he tells me about the pantry with the locked door. Now that we have a key or two, maybe...

Just before he unlocks the door, Bernard grabs a glass jar from the pantry shelf. Then we discover the swimming pool. Too bad I left my trunks at home!

Into the yard, and there's the garage. Heavy door. Phew! Good thing I worked out recently. Ugly car. Big locked trunk.

Well, we try a few keys and find some neat stuff inside. Bernard kind of stuff. Myself, I'm satisfied with that faucet handle on the shelf.

On the way back to the pool, I have an inspiration. Bernard, I say, you wait here. I'm going outside for a few minutes.

SCENE FIFTEEN

(Under The House)

This Mansion is beginning to feel like home! I zip through the house and out the front door. With my newly developed muscles, I yank off the grate and slip into the sub-basement.

Smells like old socks down here. Ah, there's what I'm looking for. The drain valve for the pool. Here goes nothing...

Bernard! Jump into the pool and see what you can find. He does, but it's a lousy idea. Alarms go off everywhere. Let's get out of here!

Bernard barely escapes with a radio, a key, a jar of radioactive pool water, and his life. We meet in the foyer and Bernard has a great idea -- feeding that meat-eating ficus something that'll really make it grow!

SCENE SIXTEEN

(Den, Observatory)

Wow, was Bernard ever right. I pour the pool water into the pot, and the plant grows faster than the national debt. But not quite high enough. Maybe with a Pepsi chaser...

He's burping like a goat, but no matter. Up I climb, through the opening, and into the observatory.

SCENE SEVENTEEN

(Observatory, Bathroom)

Great telescope. Wonder what color pajamas the neighbors wear. Just kidding.

Seems somebody is a tree freak. But I'd rather look at something more interesting. The buttons don't do anything. Oh, great...a coin slot.

I try the dime. It works, but not for very long. There's the corner of a house. Promising, but I need more loot. I hatch an ingenious plan.

To the bathroom!

SCENE EIGHTEEN

(Bathroom, Entry Three)

I slip the handle onto the faucet and give it a pull. Aha, the mystery mummy moves. Now I can read Nurse Edna's phone number.

Am I crazy? Like a fox.

Out to the hallway, really hustling now. Bernard! Fix that phone. And call nurse Edna. Tell her that her refrigerator's running, and she better catch it...

SCENE NINETEEN

(Library)

Bernard understands immediately. Off he heads for the library, but something tells him to try Tentacle's music in the cassette player.

Wow! Think what might have happened with my "Best of the Gruesome Grandmas" tape!

Anyway, Bernard wastes no time pocketing the rusty key. Then he uses his new tool kit to fix the phone. Finally, I hear him dialing that nasty nurse...

SCENE TWENTY

(Edna's Room)

Edna answers, and I dash in to snatch the key. (Remember the key?) I was fast, but Edna was faster.

Hmm...what's this about a hamster? File it away for future reference, because I'm on my way to the slammer, again.

Hey, Mike. How's that brick pushing finger? Bet it's getting real strong.

Let's try the old phone ploy again. This time, I don't yell to Bernard until I'm right outside Edna's door.

Phone rings. I run. Grab the key. Dash up the ladder. Safe!

SCENE TWENTY-ONE

(Attic One)

Safe, but dark. Need some light. Found it. Hey, what's that strange painting. And who would put a painting like that against a wall like that...

Aha! The old safe-behind-the painting ploy. Combination safe. Oh, well.

Down the ladder. Hello, Edna. Hello, Michael. Hello, loose brick. What's this about "Meteor Mess"? Sounds like a game worth playing.

Hey, Bernard. Let's pay a visit to our good buddy, Weird Ed.

SCENE TWENTY-TWO

(Ed's Room)

Ol' human sacrifice Bernard, I call him. Into Ed's room and off to the dungeon. While Ed drags him downstairs, I slip into the room.

Just enough time to slip a dime out of the piggy bank. Close call.

Now, Ed's not too swift. So we pull exactly the same trick on him again. Got the hamster and the card he's chewing. But Ed gets us. And Bernard, Michael, and I are reunited in jail!

This time, darn it, we're going to spring all three of us...

SCENE TWENTY-THREE *(Dungeon, Basement, Den, Attic Two)*

Three guys with six keys. One of them must open the dungeon door. And so it does.

While we're breaking out, we come up with a really complicated plan. It may even work.

Bernard, it's purple heart time again. Off to Edna's room. Off to jail. In I go. And up to the attic.

The combination works. I get a sealed envelope for my troubles. And Bernard's. I find a whole quarter inside. Goodbye poverty. Hello, Edna.

SCENE TWENTY-FOUR *(Dungeon, Arcade Room)*

Michael is beginning to feel at home in the dungeon, so we leave him there. Bernard and I head upstairs to the game room.

Meteor Mess, anyone? Kinda fun, but get a load of that high score. Could it be significant? Better jot it down somewhere.

Let's try Edna's key on the Meteor Mess coin box. Works. Got my quarter back. Sure was worth risking my life for...

Speaking of risking my life, where's Sandy? Remember Sandy? Better check with Bernard.

SCENE TWENTY-FIVE

(Foyer, Dungeon)

Bernard, I say, let's go to jail again. But give me all your keys first.

Of course, we still have to open this door with no knob. Maybe if you push the nearest gargoyle. The old secret-door-gargoyle-plot. Works every time.

I head through the dungeon door and lock it behind me. Let's try these keys on the "Sekrit Lab" door. It opens to reveal...another door. With a combination lock. Yippee.

Well, should I try the Meteor Mess high score? It ought to work, unless Fred has racked up a new high score.

The door creaks open. Cold air drifts in. I'm getting cold feet.

SCENE TWENTY-SIX

(Living Room, Fred's Room, Front Porch)

Meanwhile, Bernard is using his noodle again. He puts two and two together -- the tube from the living room radio and the empty socket in Dr. Fred's transmitter. Bingo.

Bernard checks the wanted poster, tunes in the transmitter, and calls the police. Better wait for them outside.

As Bernard paces anxiously, he notices a package by the mailbox. Hmm...this would have been pretty darn useful if we got our hands on it earlier.

Sirens. Vehicles. Cops.

SCENE TWENTY-SEVEN

(Dungeon, Ready Room)

Tough cops. Efficient cops. But we still don't have Sandy.

Off go the cops. On go our thinking caps. Michael notices something shiny on the ground. Money? Keys? Cream of chromium soup?

No, better yet. A police badge.

Mike scoops up the badge and heads for the Sekrit Lab. I give him the card key, just in case. Plus some spending money.

Oh, no! It's the Purple Tentacle again. Michael decides to bluff his way through this one. He hands the Tentacle his badge and the Tentacle goes to pieces. Nice that somebody still respects authority.

One more door. Here goes...

SCENE TWENTY-EIGHT

(Laboratory)

Seeing Sandy all tied up to that machine, I would have gone bonkers. But Mike is cool. He glides over to the drink machine and buys himself a Pepsi. Drinks it nice and slow, keeping an eye on Dr. Fred.

Now Fred, he isn't cool. He sets the timer on the machine. Poor Sandy! She's avoided heavy metal music all these years, and now she's about to get her brains blown out with something even worse!

But Michael, as I said, is cool. In a few seconds, he does what's necessary. Sandy's safe. Fred's grateful. Even the Tentacle digs what's happening.

Want to know how he did it? C'mon, figure it out! I did.

One last thing...

OK, so you've seen one way to solve the puzzle of Maniac Mansion. There are four completely different ways. And thirteen different teams to do it with.

Use everyone's skills. Wendy types. Michael takes photos. Syd and Razor play some mean music. Jeff...well, he may have hidden talents.

As for Sandy, she has one great talent. It's for living happily ever after. With yours truly -- as soon as I rescue her again.

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